



Kannapolis Parks & Recreation Adult Softball League Rules

Article 1 – Goal

Section 1. To provide an organized athletic event that promotes healthy lifestyles, fun, fellowship, competition and good sportsmanship.

Section 2. To provide an opportunity to engage in constructive leisure pursuits.

Article 2 – Organization

Section 1. The Athletic Coordinator / League Director will be in charge of the league and responsible for the organization and functioning of the league, will decide on all matters and policies pertaining to the league, and shall cooperate in every way to make the softball program successful.

Section 2. Each coach shall be responsible for the conduct of the team, fans and for the handling of their team business.

Section 3. The Athletic Coordinator / League Director or his appointed agent shall keep all records of teams, players, and business handled by the league as a whole. The Athletic Coordinator / League Director will be responsible for drawing up schedules, rules, and standings.

- a. The schedule has been set using an Away vs. Home format for the regular season. Home team for play-offs is determined by higher seed in winner's bracket and by coin flip in loser's bracket.

Section 4. Scorekeeper is considered official scorekeeper for the league and will be responsible for keeping score, courtesy runners, batting line-ups, notifying the umpires of any rules being broken within the rules of our league, and any other duties deemed fit for the position. Official scorekeeper will also be the on-site field supervisor when the league director is not present.

Article 3 – Eligibility

Section 1. Rosters containing all players' names, phone numbers and emergency contacts must be turned in at the field the first game night of the season. All individuals listed on the roster must also have their personal signature on the roster before they play in any part of any game. *Rosters can be signed at any point during the regular season.*

Section 2. All players must be at least 18 years of age during the league's calendar year to be eligible to participate.

Section 3. There is a limit of 25 players on the team roster. The rosters are frozen as of the first game. After that date you may not add any players to your rosters. *No exceptions will be allowed.*

Section 4. A player's name and signature must be on the roster to be eligible to participate. Participants under the age of 18 will also be required to complete the City of Kannapolis' participant waiver form with parent's permission.



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Section 5. Players are eligible to play on the first team they participate in a game with, if they are listed on two rosters. Players are not eligible to participate on another team within the same league.

Section 6. Players caught playing under an assumed name will be ineligible for the remainder of the season and are subject to reinstatement by the Athletic Coordinator / League Director before playing in any following leagues. *The coach of the team with a player caught playing under an assumed name will also be ruled ineligible for the remainder of the season and is subject to reinstatement.* All games in which an ineligible player played in will result in a forfeit. The Field Supervisor or any opposing coach may make a protest regarding a player's eligibility. This can be done before, during or after a game. A picture I.D. may be requested from the player in question and must be produced within one hour. No protest fee is necessary.

Article 4 – Unsportsmanlike Conduct

Section 1. A player or coach ejected from a game for unsportsmanlike conduct (arguing, throwing equipment, profanity, etc.) will be suspended from playing in the team's next scheduled game. Ejected persons must leave the ballpark premises – this includes parking lot.

Section 2. A player or coach ejected from two games will be suspended from the league for the remainder of the season.

Section 3. A player or coach ejected from a game for fighting, threatening, or striking an opposing player, coach, staff member, park employee, official, or other league personnel will be suspended from the league indefinitely and may face any legal action deemed necessary.

Section 4. An eligible team member **must** replace ejected players.

Section 5. If a team shows continued unsportsmanlike conduct during the progress of a game or during the season, the game and season's remaining games may be forfeited to their opponent.

Section 6. A player or coach who does not abide by the rules and regulations of the park and the park staff during the use of the park facilities is subject to dismissal or suspension by authorized park personnel. This includes speeding, parking violations, etc.

Section 7. Teams not abiding by the rules and regulations may be subject to dismissal from the league without a refund of team entry fee.

Article 5 – Protest

Section 1. The on-site field supervisor, in addition to the game officials, will handle all protests on league rules before play is resumed. After a game is officially completed, the game may not be protested.

Section 2. A game cannot be protested on an umpire's judgment call. Only rule interpretations will constitute a legal protest.

Section 3. Coaches wishing to protest a game must notify the umpires before the next pitch of the game and explain to them their protest. The umpire will notify the official scorekeeper of the occurrence and at



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that time the field supervisor and umpires will make their decision based on the USSSA and league rules. The official time clock will be stopped during the resolution of the protest.

Article 6 – Substitutions

Section 1. Substitutes must be reported to the scorekeeper before they bat.

Section 2. When a starting player comes out of the game, they can re-enter but must do so in the original batting position. Once a substitute comes out of the game, they cannot reenter at any position in the field or batting lineup.

Section 3. A player must only occupy one spot in the batting order.

Section 4. When another player replaces a substitute, the substitute can no longer reenter the game.

USSSA Playing Rules will be in effect with the following exceptions:

1. **Run Rule:** A 15 run lead after 5 innings will result in the game being over.
2. **Count:** The 3-2 count (3 balls and 2 strikes) is used with foul ball on last strike being an out. There will be no 'good' fouls.
3. **Equipment:** Teams must hit their own ball they provide (USSSA Classic M for men's leagues and USSSA Classic W for women's leagues). No metal cleats are allowed. Only USSSA approved bats may be used during league play.
4. A ball that hits the pitcher's screen or frame will be considered a foul ball. There are no 'good' foul balls therefore a hit into the pitcher's screen on the last strike will be an out.
5. A thrown ball that hits the screen will be a live ball, play on.
6. The pitcher will position the screen no more than two feet in front of the pitching rubber, with its closer side no more than one foot left or right of the middle of the rubber.
7. The pitcher must deliver the ball with at least one foot on the 50 foot rubber.
8. **Time Limit:** There is a 1-hour time limit on all regular season games. *The game clock will start at the regular scheduled game time or no later than 5 minutes after the preceding game ends.* If an inning has been started and the time limit is reached, that inning will be completed so each team receives an equal number of at bats. Run leads and official game status takes precedent in all cases. Games cannot go past 7 innings, unless there is a tie situation. Tournament games will have a 1 hour time limit except the final game in the winner's bracket and the championship game(s) which will run the full 7 innings.
9. **Courtesy Runners:** Each team will be allowed 1 courtesy runner per inning. The courtesy runner may be anyone that is currently in the batting line up. The batter must reach first base safely before



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the courtesy runner may enter the game. If the person that is being used as a courtesy runner is currently on base when their turn in the batting order comes up then their turn at bat will be ruled as an out.

10. Batters with a medically documented ailment that **permanently** prevents them from being able to run at a competitive level (e.g. prosthetic leg) will be allowed a courtesy runner from home plate. The Athletic Coordinator / League Director must be notified of these players before the season begins. This ***will not*** count for that team's 1 courtesy runner per inning. All other courtesy runners must start once the player has safely reached first base.
11. **Grace period:** There is a 5-minute grace period for the first game of the day only. If the grace period or any portion is used, then the starting time for the first game is the actual time it gets started – not the scheduled time. The game clock shall start no later than 5 minutes after the originally scheduled start time. Starting lineups must be turned in 10 minutes before the scheduled game time.
12. Women **ARE** allowed to participate. However, they must be at least 18 years of age during the league's calendar year to be eligible to participate.
13. **Home Run Limit:** There is a limit of 5 home runs per team per game (over the fence home runs only). A four-base error does not count toward the home run limit. Any homerun after the limit will be considered an out and runners will not advance.
14. Teams will be allowed to pickup as many as two players at the field to make nine if they do not have enough of their own roster players at the scheduled start time. If and when any of the roster players show up for the team that is using the pickups, they must drop their pickup player and add their roster player. Pick-up players must be from another team in the league. If a team has nine players to start with they will have to play with nine players without any pickups. **In the tournament, you can not pick up any players from another team in the league; you must use your own roster players to make 9 or more.**
15. For a player to be eligible to play in the tournament they must have played in 25% of the team's *total regular season games*. To keep an accurate record of player eligibility, **please include first and last names on the batting lineup.**
16. Teams who start with 10 players can finish with 9 players if a player is injured. No penalty is assessed when that player's position comes to bat. Once you drop to 9 players, you cannot re-enter players to the game to the original starting number. Other extenuating circumstances may be allowed with approval of League Director.
17. A team that has a player ejected must replace that player with another *eligible* team member. If there is no *eligible* team member available to replace the ejected player, then an out will be assessed when the ejected player's position in the lineup comes to bat.
18. An EH (extra hitter) may be used if declared prior to the start of the game. Making a maximum of 11 total players in the batting lineup. All other players must be listed as substitutes. Teams may add a tenth player to the lineup at anytime without a penalty.



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19. **Uniforms:** Uniforms of similarity are highly suggested making it easier on the scorekeeper and umpires. Numbers on the back are recommended but not required.
20. **Clothing:** No cutoff t-shirts or clothing with endorsements of alcohol or tobacco products and/or establishments will be allowed. Players wearing such clothing will be asked to leave ball game provided they cannot change clothing.
21. **Rain or inclement weather:**
 - The City of Kannapolis has established a rainout hotline accessible to all coaches and players. If there is a question regarding your game, please call the hotline for updates. The message will be updated by 4:00 p.m. each day. Umpires will decide about games at the field if they have not been cancelled by 4:00 p.m. If there is any question as to if a game has been cancelled or not, assume the game will be played and report to the field at your assigned playing time.
 - **The rainout hotline number is 704-920-4344.**
22. In the event of lightning, the teams will be pulled off of the field immediately. They will be allowed to return to the field to complete their game 30 minutes after the LAST flash of lightning. If there is still lightning in the area 1 hour after the first flash, then all games for that night will be canceled.
23. If rain or suspension for inclement weather or other related matters occurs during a game, it will be an official game after four innings have been completed (3 and ½ innings if the home team is ahead.) Regular season games suspended before an official game status will be replayed from the beginning. *Post-season games will be continued from where they left off on the next scheduled game day.* Umpires and scorekeeper will not be paid for any game(s) suspended before official game status is reached.
24. **Play-offs:** In case of a tie in the regular season, play-off pairings will be determined by the following: (1) head to head matchup, (2) head to head run differential, (3) most runs scored between the teams that are tied, (4) coin flip. Home team for play-offs is determined by higher seed in winner's bracket and by coin flip in loser's bracket. Only the final game in the winner's bracket and the championship games will be guaranteed to go 7 full innings with no time limit and with no run rule.
25. **Rules for all Kannapolis fields:**
 - No batting or infield practice before scheduled games will be allowed. All warmups must take place in the outfield.
 - No player, coach, umpire or spectator is to use any type of tobacco products in the park at all. Any violation of this can result in ejection from the game.
 - Coaches are asked to clean their dugout after each game. Please be ready to leave when the last game is over.
 - The park ranger will have the authority to enforce all league and park rules.



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- Every driver is requested to park within the lines of the paved lot. Overflow parking will be available in the designated lawn between the tennis courts and the nursing home at Bakers Creek or at the Public Works building at Safrit Park. Players parking in unauthorized areas may be asked to leave for the evening.
26. **NOTICE TO PARTICIPANTS:** The City of Kannapolis carries no medical insurance and assumes no liability for personal injuries or loss of personal property of persons participating in these activities. A participant's family policy must cover any medical costs incurred.
27. **Important Phone Numbers:**
Athletic Coordinator / League Director: Ryan Hager 704-920-4330
Scorekeeper: Paulette Lambert – 980-622-1163 (c)
Umpire: Jay Lowe-704-791-1387 (c)
Rainout Hotline: 704-920-4344
Bakers Creek Park Tech: 704-223-3377
Safrit Park Tech: 704-223-3097